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Jones et al.

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(54) **STEREO IMAGES WITH COMFORTABLE PERCEIVED DEPTH**

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(52) **U.S. Cl.** **345/419**; 348/42; 348/51
(58) **Field of Search** 345/419, 420, 345/421; 348/42, 47, 51, 53

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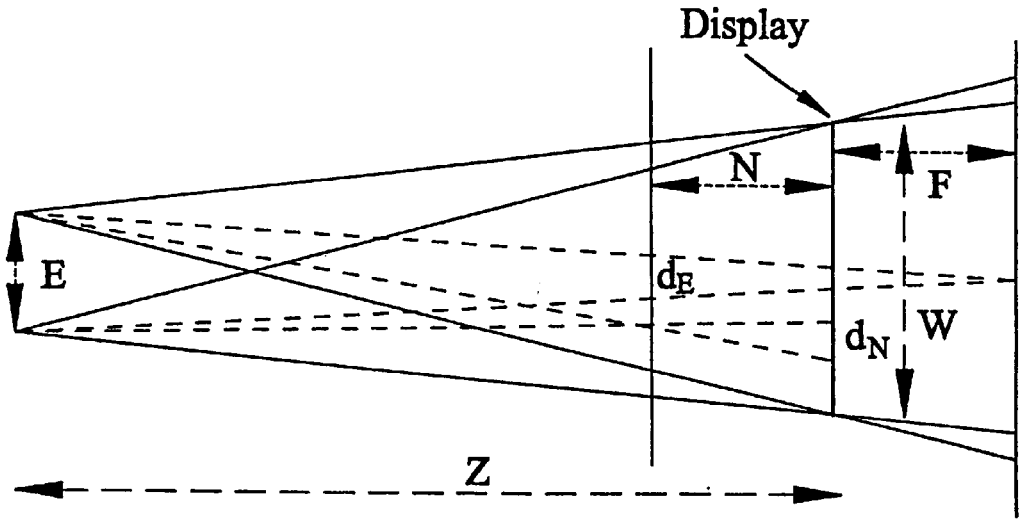
(57) **ABSTRACT**

A method of producing a stereo image of a (real or simulated) scene using at least one (real or simulated) camera, which creates the impression of being a 3D image when viewed on a display by a user, wherein the depth of the scene is mapped onto a maximum perceived depth of the image on the display, and the maximum perceived depth is chosen to provide comfortable viewing for the user.

15 Claims, 5 Drawing Sheets



Viewing geometry of a stereoscopic display